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| Android Independent Study Journal Members’ Names: Jesse Kitterman  Cody Shafer | | | | |
| **Date** | **Seq. #** | **Total Hours Worked** | **Hypothesis/Behavior** | **Description/Results** |
| Apr 9 | 001 | 2 | Met with Armstrong, got ideas and chose a game engine | We chose to do to Corona Labs game engine. We downloaded the free version and played around with a little bit of test code and physics. |
| Apr 11 | 002 | 6 | Planned out a basic overview of the backend code and drew out “classes” and started learning lua | We started a main function and started a basic idea of how to implement pieces and rotations as well as a basic board and tested printing out rectangles for pixel spacing. |
| Apr 13 | 003 | 2 | Implemented Pieces | Started implementing the piece classes and attempted to follow a guide for brick breaker. Got the pieces saved and committed to gitHub. |
| Apr 14 | 004 | 3 | Started adding a few pictures and a start button | From the brick breaker example found online, we implemented a start button that would fade the menu out when tapped. Attempted to get a background and menu screen picture but never fully figured out how to stretch or scale images. |
| Apr 15 | 005 | 10 | Reworked the pieces classes, implemented mini game type methods, attempted and failed at displaying pieces | Pieces are finished, and most board functionality is finished but not yet tested. All the basic game properties are there; however, we hit a major roadblock in displaying the pieces, game board, and anything else properly. Ex: says total height is supposedly 800 however when drawing a rectangle at 530, it is off the screen. (525 had 1 pixel on). Attempted many different display trials of the board and test pieces. However none fit on the screen or scaled correctly. The pieces showed up within the board canvas and were able to move down 1 and right 1. |
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